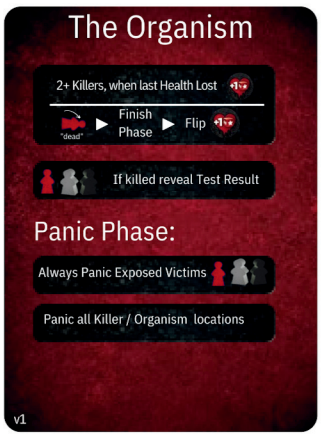
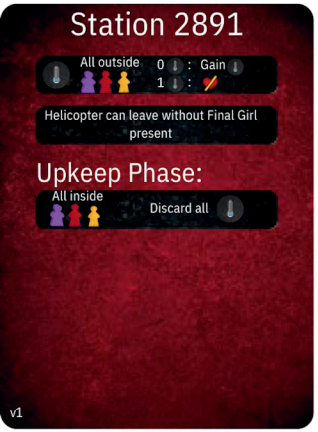
- When the Final girl or killer are on their last health point gain +1 die each.
- You may discard a card to gain a time

- In the Panic phase, if a victim died panic the location the killer is in. All locations for multiple Killers

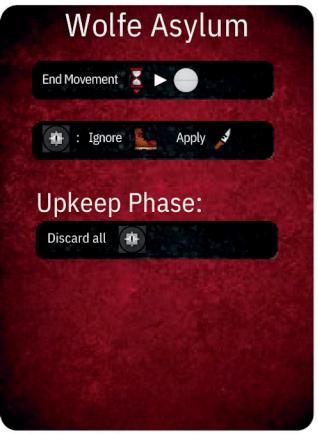
- When a Killer would lose their last health, turn them over, move the K token, finish the phase then reveal the last health token.
- Maximum of 1 +1 die among all killers.
- "All killers" references resolve top down
- When any killer is attacked give them the active K token
- All killer locations panic if there's a victim killed
- A killer on their side is considered out of play.



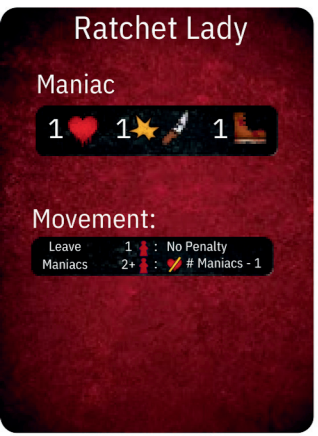
- If there's more than one killer, when a killer loses their last health, tip them over, finish the round then reveal the heath token
- If a exposed Victim is killed reveal a Test Result and resolve it.
- Always panic exposed victims
- All killer locations panic if there's a victim killed



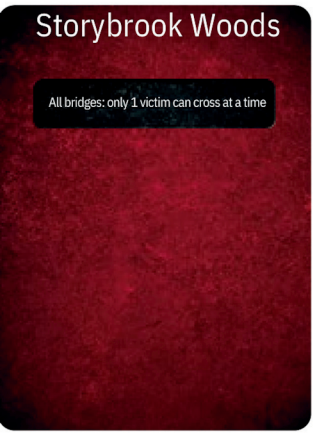
- When frostbite happens, for all outside: damage anyone with a token and give a token to everyone else.
- Remove frostbite from everyone inside



- Pills cost one time and can only be picked up at the end of movement, not in the middle
- Stunned prevents movement only



- Maniacs have 1 health, damage, movement
- When leaving a space with maniacs lose one heart for each maniac beyond 1



V1 - Initial set

V2 - Added Wolfe Asylum, Ratchet Lady, Storybrook Woods. S2 complete

These are not intended to replace the rules, but provide an easier reference for rules that are easy to miss or get wrong, so that game play is smoother